
Title: Rite of the Covenant

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In this text I have outlined some basic knowledge regarding a peculiar type of summoning magics known as a Covenant, or Pact magic. Practitioners of Pact magic are few and far between, a scarcity that can be attributed to the ancientness of the craft. The Rite of Covenant is incredibly old, possibly older than modern magery as we know it.

A Covenant is defined as a pact with an otherworldly being or supernatural entity. The arrangement is similar to that between a master and an apprentice. The individual entering into a Pact gains power, at the cost of services or deeds performed on the Patron's behalf as a "Beholden." A Covenant is often driven by the need for knowledge or power that was otherwise unobtainable by an individual. Unlike a mage, the individual seeking a Pact typically has no innate aptitude for magic.

Entering a Covenant is a quick route to power compared to the rigorous study of arcane magic. Those who are impatient, magically incompetent, corrupt, or destructive can acquire a level of

magic abilities not otherwise available to them. This path is not without its dangers, however, and not as predictable as the casting of spells. Much can go wrong during the summoning rite. The caster may be too weak, either physically or mentally, resulting in the individual being driven to madness or consumed outright by the eldritch energies. Once summoned a Patron may deem the caster unworthy. Even once a Pact has been initiated a Patron can influence a summoner's personality and seek to fulfill its own agenda. A Beholden may become a puppet, no longer aware of their own desires or moral compass.

Patrons

Beings that serve as Patrons are usually inhabitants of other planes of existence — a supernatural entity or power. Patrons give their Beholden access to special abilities or magic, and expect significant favors in return. While stories of mortals binding themselves to fiends are widely known it should be noted that not all patrons that are not fiendish.

Types of Patrons

+Fey, those of the Faerie realm

+Fiend or Infernals

+Elementals or ancient Primordials

+Interplanar beings - a cosmic aspects or those of the Astral Plane. It is thought the embodiments of the Virtues and Anti-Virtues can be

classified as such.

+There are rumors of other entities, things beyond good or evil - beings whose ultimate desire is the destruction of all things, including their own Beholden.

The Pact Boon

A Patron's "boon" is the manifestation of the Beholden's request. The possibilities are practically limitless, though typically linked to the Patron's realm of influence or power. A Boon can range from physical alterations 'augmentations' to the individual being (horns, wings, healing powers), to magical abilities such as the ability to see in darkness, or access to powerful spells.

Terms of a Covenant

A Pact can range from a loose agreement to a formal contract with lengthy, detailed clauses and lists of requirements. The terms of a pact- what a Beholden must do to receive a Patron's Boon- are always dictated by the Patron. On occasion, those terms include special provisions that might seem odd or whimsical. A Patron need not impose explicit terms or duties as a Covenant is initiated. Price may be left open and demanded at a future time. There are several specific noted throughout the literature. Notable examples include the following:

A paladin who had to take immediate action against any enemy of her Patron that were within

her vicinity, regardless of location or circumstance. Apparently this resulted in a substantial bar fight at a tavern in Trinsic during a wedding party. There are several stories of individuals required to conduct bizarre rituals to maintain a Pact.

Once of the more popular pact agreements with strict or capricious Patrons is a requirement that the Beholden abstain from something they enjoy (alcohol, carnal pleasures, particular foods or activities...)

Another common term noted in multiple sources is the speaking a Patron's name aloud as part of the casting when invoking magic granted as part of a boon.

Other well documented requirements are known as Binding Marks. Some Patrons make a habit of, and often enjoy, marking their Beholden in some fashion. A binding mark makes it clear--to those who know about such things--that the individual in question is bound to the Patron's service. Marks can include tattoos, scars or physical deformities.

Relationships between Patrons and Beholden Relationships between a Patron and their Beholden are wide-ranging. There are stories of a benevolent Patron who guided and helped one family for generations. Sinister whisperings of Patrons who tricked summoners into

treacherous pacts,
treating them as slaves.
Other tales exist of
Patrons who, after a long
absence, demanded a
terrible price of their
Beholden.

One rumor
suggests there can even
be a romantic relationship
between the Beholden and
their Patron. In some
cases a Patron is unable
to directly affect the
physical world and sees a
Pact as a way for it to
create or maintain
influence. The only thing
for certain is that the
relationship between a
Beholden and their Patron
is unique.

Communication

It is most often reported
that Beholden converse
with their patrons in
dreams, apparitions, waking
visions, or as a voice
only they can hear. In
some instances messages